

AMENDMENTS TO THE SPECIFICATION

Please replace the paragraph beginning at page 4, line 22 with the following amended paragraph:

First, the hardware configuration of ~~[[an]]~~ a game apparatus 10 according to this embodiment is described with reference to Fig. 16. Fig. 16 is a block diagram showing the hardware configuration of the game apparatus.

Please replace the paragraph beginning at page 9, line 22 with the following amended paragraph:

In Fig. 1, an operation receiving section 201 determines the movement direction in the virtual space 310 (see Fig. 2), of a player character for the object of operation by the player in accordance with an instruction from the player, received by the controller 180 (see Fig. 16). This processing is performed periodically.

Please replace the paragraph beginning at page 11, line 11 with the following amended paragraph:

Here, if it is assumed that the enemy character objects E001, E002, and E003 form a crowd so as to form a crowd object G001, as shown in Fig. 4B, the object control section 203 deletes the enemy character objects E001, E002, and E003 from the object list (the deleted IDs are added to an enemy character list 281a,

281b, and 281c of Fig. 9, and the details thereof will be described later), and adds the crowd object G001 at the beginning of the object list.

Please replace the paragraph beginning at page 14, line 14 with the following amended paragraph:

It is possible for the enemy character 300 to detect the presence of a player character [[350]] and another enemy character [[300a]] in the search area 301 (S101). Specifically, by referring to the presence position 263 of the enemy character entered in the object list, it is possible to make a determination as to whether ~~the presence position 263 of~~ a player character or another enemy character is within the circle of a radius "a" about the coordinates of the presence position 263 of the enemy character 300.

Please replace the paragraph beginning at page 20, line 5 with the following amended paragraph:

First, the crowd object G determines the arrangement form. ~~The rule for determining the arrangement form is arbitrary, and here~~ Here, a rule for attractively expressing the form of a crowd is used. The rule is described below.

Please replace the paragraph beginning at page 25, line 10 with the following amended paragraph:

When it is determined that the coordinates of the arrangement information are in front with respect to the destination direction, the enemy character A moves by the distance of movement speed $\times \Delta t$ toward the coordinates (x3, y3) of the arrangement information at a high movement speed, for example, movement speed = ~~reference~~ standard speed $\times 1.2$. Then, as shown in Fig. 13B, the coordinates obtained thereby are assumed to be the presence position at time $t + \Delta t$.

Please replace the paragraph beginning at page 25, line 20 with the following amended paragraph:

On the other hand, when it is determined that the coordinates of the arrangement information are behind with respect to the destination direction, the enemy character A moves by the distance of movement speed $\times \Delta t$ toward the coordinates (x3, 0) at a low movement speed, for example, movement speed = ~~reference~~ standard speed $\times 0.6$. That is, the enemy character A moves so as to come close to the coordinates (x3, y3) of the arrangement information without moving back with respect to the destination direction. Then, as shown in Fig. 13C, the coordinates obtained thereby are assumed to be the presence position at time $t + \Delta t$.